The Wayback Machine - https://web.archive.org/web/20080517110924/http://macragge.us.games-workshop.com/sc…

MISSION II

COMMANDING PRESENCE

With the locator beacon activated, additional Ultramarine reinforcements were able to locate Agemman and provide invaluable support. By this time, the Tyranid invasion force was largely fractured, the main assault at the polar defense fortress being blunted by the Ultramarines' First Company. However, the battle was by no means over. Across the surface of the planet, the conflict raged on, as Ultramarines from several companies desperately fought to destroy the Xenos.

Surrounded by his Command Squad, Agemman surveys the surging swarm of Tyranids before him. Destroying this horde will blunt the advance and improve the defenders' chances.

Agemman has but one option: victory or death!

FORCES

ULTRAMARINES

- Captain Agemman & Command Squad (see rules below)
- Squad Guardatus (4 bolters, 1 flamer)

TYRANIDS

- 8 Hormagaunts
- 10 Termagants
- 3 Tyranid Warriors (1 with venom cannon, 1 with deathspitter, 1 with devourer)

OBJECTIVE

ULTRAMARINES

- **Win:** All Tyranid models have been slain.

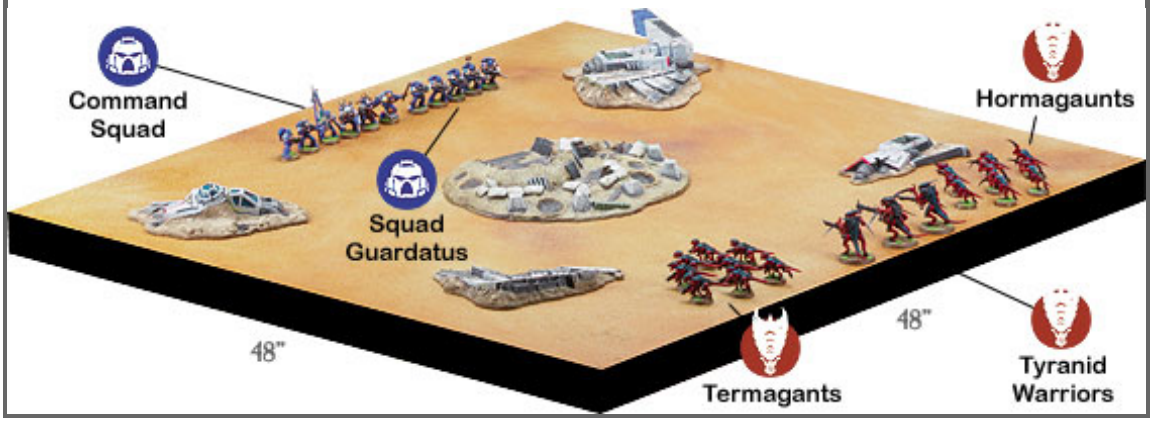
TYRANIDS

- **Win:** Any Tyranids remain alive on the table.

Game Length: The game lasts for 6 turns.

SET-UP

The board should be set up as described in Mission 8. Both players should roll a D6; the highest scorer chooses a table edge and places his models within 6" of its edge. The opposing player places his units within 6" of the opposite table edge. Objectives are checked after the 6th complete turn.



Squad Guardatus : The Space Marines of Squad Guardatus move, shoot, and assault as described in Mission 8.

Command Squad Agemman: In this mission, Agemman and his Command Squad act as a single unit and must maintain unit coherency.

Move: Command Squad Agemman may move 6". When the squad moves through difficult terrain (i.e., wreckage), roll 2D6 and treat the highest score as the maximum move in inches that turn.

Shoot: The Command Squad can carry a variety of weapons, including flamers, bolt pistols, plasma guns, and mastercrafted bolters. In this scenario, the members of Command Squad Agemman are armed as follows: one Space Marine with plasma gun, one sergeant with mastercrafted bolter, Apothecary with bolt pistol and chainsword, Standard Bearer with bolt pistol, and a Company Champion with power sword, combat shield, and bolt pistol.

Of all the relics and artifacts a Chapter possesses, perhaps the most precious and revered are the Company Banners. When a Company goes to war, it proudly displays its banner, filling its warriors with pride. The duty of carrying a Company Standard is given only to a proven warrior, and those about him will fight like men possessed to keep their honor intact.

Plasma Gun: The plasma gun is a rapid fire weapon and thus may fire twice up to 12". If the squad remains stationary, it may fire once up to 24". Any Tyranid hit by the plasma gun is wounded on a 2+. There are no armor saves against Wounds caused by a plasma gun. A plasma gun **Gets Hot** as described in Mission 10.

Mastercrafted Bolter: A mastercrafted weapon works in exactly the same way as a normal weapon of its type except that the firer may reroll one failed to hit roll each turn to represent the weapon's superior workmanship and crafting.

Bolt Pistols: Bolt pistols work as described in previous missions and have the same chances of hitting and wounding as bolters. The Company Standard Bearer, Company Champion, and the Apothecary all carry bolt pistols.

Assault: Providing Command Squad Agemman does not shoot twice with pistols or shoot a bolter, it may make an Assault Move as normal. In combat, the Standard Bearer and plasma gunner each fight with 1 Attack or 2 if they are charging. The Veteran Sergeant and the Apothecary each fight with 2 Attacks or 3 if they are charging. The Company Champion fights with 2 Attacks or 3 if charging. In addition, he is armed with a power weapon. Thus, any Wounds he inflicts cannot be prevented by armor saves.

COMMAND SQUAD SPECIAL RULES

Apothecary: Whenever a Chapter goes into battle, the Apothecaries go too. Formidable warriors in their own right, Apothecaries are charged with the sacred duty of protecting the Chapter's gene-seed. When a brother warrior falls in battle, it is the duty of the Apothecary to determine whether the wounds will prove fatal or not, for within every Space Marine are two progenoid glands, the key to the creation of further battle-brothers. So precious are these organs that the Apothecary will not hesitate to administer the Emperor's peace to a fallen comrade in order to harvest the progenoid glands for the good of the Chapter.

While the Apothecary is alive, he may perform field first aid on the members of his squad. The squad may ignore one failed saving throw caused by shooting (or Spore Mines) each Tyranid turn as long as the Apothecary is alive.

Iron Halo: This item offers additional protection from attack. The wearer may use the Iron Halo to make a saving throw on a 4+ instead of using his armor. Thus, Agemman can even make a saving throw against Genestealers who roll a 6 to hit him and against acid spore mines.

Combat Shield: These items are light, versatile shields with energy fields built into them. The fields are too small to be much use against ranged attacks but are very useful in close combat. Even the dreadful attacks of a power weapon can be turned aside with the skillful use of a combat shield. Fastened to the forearm, the shield leaves the hand free to wield a pistol or other weapon.

Like Agemman's Iron Halo, the combat shield gives its bearer a special saving throw. The Company Champion can make an invulnerable saving throw against any close combat attack instead of using his armor. This save succeeds on a 5+ and may be used only in assault.

TYRANIDS RULES

Tyranids: All the Tyranids move, shoot, and assault in this scenario as explained in previous missions. See Mission 8 for specific rules on Tyranid Warriors and their weapons.

However, there are some special rules for fighting against the Command Squad in combat.

DOWNLOAD THE PDF HERE

Space Marine Command Squad Boxed Set	?	$35.00	$35.00
Tyranid Warriors Boxed Set	?	$35.00	

Here are some of the new models used in this scenario that you can buy.

Copyright © Games Workshop Ltd 2004. All Rights Reserved. Battle For Macragge, the Chaos factions and logos, Codex, Games Workshop, the Games Workshop logo, GW, Citadel and the Citadel device, 'Eavy Metal, Eldar symbol devices, Eye of Terror, Warhammer, Warhammer 40,000 device, Double-Headed/Imperial Eagle device, 40K, Space Marine, Space Marine Chapters and Space Marine Chapter insignia, Eldar, Tyranid, Genestealer, Golden Demon, the Tau caste designations, Tau, Fire Warrior, Kroot, Necron, Ork, Ork devices, Chaos and all associated marks, the 'In the Grim Darkness of the Far Future' tagline, names, races and race insignia, characters, vehicles, locations, units, illustrations and images from the Warhammer 40,000 universe are either ® , TM and/or © Games Workshop Ltd 2000-2004, variably registered in the UK and other countries around the world. All Rights Reserved.